Walkover Manual

For playing the game, you need a desktop resolution of 1024x768 or 1280x1024.

Minimal system requirements: 600Mhz, 8MB graphics card, recommended Hardware CPU>=1000Mhz, >=32MB graphics card.

Single Player

There is no single player mode at the moment. But you can easily host a game locally by yourself without submitting it to the online game browser. That way, you can play on your own.

Multiplayer

The simplest way for multiplayer gaming is to join one of the available dedicated servers. If you play in a LAN and have no connection to the internet, one player has to host the game, the others have to join it by manually typing the hosts IP in the IP textbox. For hosting a game, port 4009 must be open for incoming TCP/IP connections. If the connection doesn't work, check your network configuration for that port being open.

General advices for staring a Game

For starting a game, all players have to set their state to ready. You can see the current state of each player by checking whether there is a [] (not ready) or a [*] (ready) behind his name. Furthermore, a map has to be selected, as well as a game mode. Afterwards, the map gets loaded. When you can see the map, it usually takes a few more seconds until the game really begins. The reason for that is that after all clients loaded the map, the game needs to be synchronized. That takes a few seconds. Besides, not all PCs load equally fast and you have to wait for the slowest.

Gameplay

You can move your soldier with WASD or WAXD. You aim with your mouse and fire with your left mouse button.

There are several different units on the playground. The green soldiers are your army. One of them is you. The human controlled soldiers have a blue circle beneath them as well as their name written above their head.

The main parts of your enemies are bugs. They can be born from nests. You can increase the size of your army by taking reinforcement symbols. They are silver or gold blinking. If you die, you get reborn at a respawn point, if your army consists of more than 0 non-human controlled soldiers. Otherwise, you lose. The goal of the game is to kill all enemies on the battlefield.

You can give orders to the soldiers near to you. Have a look below for the possible commands. You can send a chat message by hitting enter, typing your message, and hitting enter again. You can also define hotkey messages on your number block. Before starting walkover, you can modify hotkeymsgs.txt to contain the messages you need often. While playing, you can send the predefined messages by just pushing the respective key on the number block.

Key Reference

Movement

W	up
A	left
D	right
S/X	down

Commands

Q	Soldiers nearby follow
E	Soldiers attack the location where you point at with your mouse
C	Soldiers defend the position they are standing at. They shoot better than in normal mode, but don't move at all.
Y	Set Soldiers back to normal behaviour state
R	builds a laser tower
F	builds a rocket tower
V	builds a teleporter, beaming in support troops from time to time Soldiers have to be around the construction site to finish the building. The player soldier doesn't count.
1-7	Choose skills after a level up

Chat

ENTER	activate chat mode
0-9	Hotkeymessages (Numpad)
ESC	Leave the game. Attention: If you host the game and leave a game, all others stop playing the game, too!

Icon Reference

Reinforcements

 Call Airsupport (shoots aliens in a straight line and drops soldiers on the Battleground)
 Call Groundsupport (drops soldiers on the edge of the Battleground)

Weapons

 Grenade-Launcher

 Grenade-Minigun

 Multi-Grenade

 Ion-Minigun

 Ion-Shotgun

 Multi-Ion

 Laser-Minigun

 Laser-Shotgun

 Mega-Laser

 Multi-Laser

 Rocket-Launcher

 Rocket-Minigun

 Multi-Rocket

Environment

 When a standard Alien eats one of these flowers, they turn into a Breeder

Specials

 Ion-Pulse (shoots an Ion-Pulse in each direction)

 Medkit

 Nuke (Damages anything in the near surrounding)